Champions of Kamigawa

KAMI REBORN DECK

Are You a New Player?
If you're a first-time Magic® player, visit MagicTheGathering.com or pick up the Magic: The Gathering® core game. The core game has everything two players need to begin the battles.

The "Legend Rule" Gets a Face-lift

Eight-and-a-Half-Tails
Legendary Creature — Fox Cleric
1: Target permanent you control gains protection from white until end of turn.
1: Target spell or permanent becomes white until end of turn.
"Virtue is an inner light that can prevail in every soul."
Daren Bader
2/2

The *Champions of Kamigawa*™ expansion introduces changes to the rules for legendary permanents. These changes affect cards in the new set as well as all older Legends and legendary cards.

The first change is that the creature type Legend no longer exists. Every creature that was printed with the Legend creature type is now simply legendary, which is a supertype like basic. That means, if an effect asks you to choose a creature type, you can't choose Legend.

The second change affects what is commonly referred to as the "legend rule." **Now, if multiple legendary permanents with the same name are in play, all of them are put into their owners' graveyards.** It no longer matters which one came into play first. For example, if your opponent plays Eight-and-a-Half-Tails when you have an Eight-and-a-Half-Tails of your own in play, both of them go to the graveyard—not just your opponent's.

A New Kind of Hero

Nezumi Graverobber
1: Remove target card in an opponent's graveyard from the game. If no cards are in that graveyard, flip Nezumi Graverobber.
Creature — Rat Rogue
2/1
Nighteyes the Desecrator
Legendary Creature — Rat Wizard
4/2

Some creatures are destined for greatness and can change from the ordinary to the legendary by performing daring deeds. These "heroes" are easily recognizable by their unique card frame. You ignore the information on the bottom half of the card until the creature in play "flips" when certain heroic conditions are met.

When you flip a hero, you turn it upside down and play with the other half of the card. All of the flipped versions are legendary creatures and have powerful abilities. For example, the lowly Nezumi Graverobber flips into Nighteyes the Desecrator, a legendary wizard who can "reanimate" creatures from any graveyard! And flipping is a one-way process—the creature can't be flipped back.

Bushido

All Samurai in the *Champions of Kamigawa* set have an ability called bushido, which means "way of the warrior," but some Samurai are more skilled in battle than others. For example, a creature with bushido 1 gets +1/+1 until end of turn whenever it blocks or becomes blocked, but a creature with bushido 5 gets +5/+5!

"Spirit-World" Mechanics

The spirits that threaten Kamigawa employ their own terrifying ancient magic, called Arcane. Instant and sorcery spells that have the Arcane subtype don't do anything special on their own, but interact with many of the other cards in the set.

Splice onto Arcane

Glacial Ray
Instant — Arcane
Glacial Ray deals 2 damage to target creature or player.
Splice onto Arcane (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Kamigawa's spirits have mastered the art of combining spells to devastating effect. Some instant and sorcery cards have the "splice onto Arcane" ability. This ability allows you to pay a cost to add the text of the "splice onto Arcane" card in your hand onto another Arcane spell that you play, giving you a bigger, more powerful spell.

For example, to "splice" Glacial Ray onto an Arcane spell, first reveal the Arcane spell that you're going to play, then reveal Glacial Ray from your hand. The text "Glacial Ray deals 2 damage to target creature or player" is added to the Arcane spell. Choose any targets for both parts of the spell, then pay the Arcane spell's mana cost and Glacial Ray's splice cost together. When the spell resolves, first follow the Arcane spell's instructions, then follow Glacial Ray's.

- You can splice multiple cards in your hand onto the same Arcane spell. If you do, reveal all of those cards at once. You choose the order in which the spliced effects occur and then you pay all the splice costs.
- You can't splice a single card in your hand onto the same spell more than once.
- Spliced cards never leave your hand—you simply reveal them—so later you can play them normally or splice them onto another spell.
- The Arcane spell gains only the text of the spliced card. It doesn't gain other characteristics like color or type.

Soulshift

When spirits die in Kamigawa, they are often reborn in a new form. When a creature you control with the soulshift ability is put into a graveyard from play, you may return another, less-expensive Spirit creature card from your graveyard to your hand.

Playing the Deck

The spirits of Kamigawa practice their own form of magic, and the "Kami Reborn" deck puts it at your fingertips. Many of the creatures have "spiritcraft" abilities that do something whenever you play a Spirit or Arcane spell. For example, Soilshaper turns a land into a 3/3 creature until end of turn and Thief of Hope steals 1 life from your opponent. Of course, all but a handful of your spells are Spirits or Arcane.

Many Spirits in the "Kami Reborn" deck have the soulshift ability. When one of your creatures with soulshift goes to the graveyard, you can bring back a cheaper Spirit from your graveyard to your hand. To make the best use of this ability, the Spirits in the deck have a wide variety of mana costs.

While Iname, Death Aspect doesn't have soulshift itself, it interacts well with cards that do. When Iname comes into play, you can search your deck for Spirits of various costs and put them all into your graveyard. That way, whenever any of your Spirits with soulshift go to the graveyard from play, you'll have a varied selection of Spirits to bring back—preferably ones with soulshift!

Pay special attention to Hana Kami. It's one of the best Spirits to bring back with soulshift since you can sacrifice it to "regrow" Arcane spells that you've already played. So not only can you use your creatures again and again, but you can retrieve removal spells like Swallowing Plague and Pull Under from your graveyard multiple times. Quite a powerful interaction!

The other creatures to look out for are the Zubera—tiny Spirits that generate effects when they hit the graveyard from play. The best part is that the effects get more powerful if more Zubera have died that turn. For example, if Dripping-Tongue Zubera is destroyed, you put a 1/1 creature token into play, plus one more token for each other Zubera put into a graveyard that turn. Try to send them to the graveyard in bunches, perhaps by sacrificing them all to Devouring Greed. Such is the circle of life!

KAMI REBORN DECK

No.	Card	Mana Cost	Rarity
Lands (24)			
12	Swamp	—	—
12	Forest	—	—
Creatures (23)			
2	Ashen-Skin Zubera	1{B/G}	C
2	Thief of Hope	2{B/G}	U
2	Gibbering Kami	3{B/G}	C
2	Scuttling Death	4{B/G}	C
1	Iname, Death Aspect	4{B/G}{B/G}	R
2	Kami of Lunacy	4{B/G}{B/G}	U
2	Hana Kami	{G}	U
2	Dripping-Tongue Zubera	1{G}	C
2	Soilshaper	1{G}	U
2	Kami of the Hunt	2{G}	C
2	Burr Grafter	3{G}	C
2	Venerable Kumo	4{G}	C
Other (13)			
2	Swallowing Plague	X{B/G}{B/G}	U
1	Honden of Night's Reach	3{B/G}	U
1	Devouring Greed	2{B/G}{B/G}	C
1	Dance of Shadows	3{B/G}{B/G}	U
2	Pull Under	5{B/G}	C
2	Kodama's Might	{G}	C
2	Kodama's Reach	2{G}	C
1	Honden of Life's Web	4{G}	U
1	Long-Forgotten Gohei	3	R

A Kamigawa Glossary

Below are the pronunciations and meanings of some Japanese words you'll encounter in the *Kamigawa*™ block.

akki (AHK-kee) "Little monster." Kamigawa's name for its turtle-like goblins.

budoka (boo-DOH-kah) A monk who studies the martial arts.

bushi (BOO-shee) Warrior.

bushido (boo-SHEE-doh) The way of the warrior. The name of the samurai code.

daimyo (DYE-myoh) A powerful feudal lord.

daisho (DYE-sho) The pair of swords carried by a samurai. The daisho consists of two swords: the larger sword is a ***katana*** (kah-TAH-nah) and the smaller one is a ***wakizashi*** (wah-kee-ZAH-shee).

honden (HOHN-dehn) The inner part of the shrine to a kami.

kabuto (kah-BOO-toh) Helmet.

kaijin (KYE-jihn) A kami of water.

kami (KAH-mee) Spirit, god, divinity. The divine essence of a thing.

Kamigawa (kah-mee-GAH-wah) Spirit river, or river of the gods. In the **Magic** game, the name of the plane on which this story takes place.

kannushi (kahn-NOO-shee) A druid-like priest who tries to revere the kami.

kitsune (KIHT-soo-nay) Fox. In Kamigawa, short for ***kitsune-bito,*** meaning "foxfolk."

kodama (koh-DAH-mah) A tree spirit.

nezumi (nay-ZOO-mee) Rat. In Kamigawa, short for ***nezumi-bito,*** meaning "ratfolk."

no-dachi (noh-DAH-chee) A large katana, like a greatsword.

ochimusha (oh-chee-MOO-sha) A dishonored warrior. For example, an outcast samurai.

oni (OH-nee) Demon. An oni is a kind of kami, bent on destruction.

orochi (oh-ROH-chee) Serpent. In Kamigawa, short for ***orochi-bito,*** meaning "snakefolk."

soratami (soh-rah-TAH-mee) "Skyfolk." Kamigawa's race of aristocratic cloud-dwellers.

yamabushi (yah-mah-BOO-shee) "One who lies in mountains." A mountain hermit who practices the ancient shamanic arts.

zubera (ZOO-beh-rah) The faceless kami of a human who has been pulled into the spirit world. Zubera are said to attack solitary travelers in order to steal their faces.

Kamigawa and the Kami War

Long before Mirrodin existed, on the other side of the multiverse, there was Kamigawa—a plane in the midst of a terrible war.

A gang of *akki* goblins try to flee from an angry ice spirit that appears from out of nowhere. A cloud of bizarre creatures emerge from a samurai's heirloom lantern, attacking him while he sleeps. At the Minamo School, students of wizardry fight nonstop to stem a flow of strange beings that materialize from within the Great Waterfall.

It wasn't always this way on Kamigawa.

For hundreds of years, Kamigawa's denizens peacefully worshipped the spirits inherent in everything—spirits of sacred places, objects, and ideas. Each of these *kami* was a divinity, and the way to happiness was to honor the kami and live by their ways. The inhabitants of Kamigawa were content with this life of devotion. Then the unimaginable happened: their gods turned on them.

Slowly at first, kami began to take form in the material world. Some scholars believed the kami were delivering a message or a warning. But their appearance was so alien, so surreal, that no meaning could be discerned.

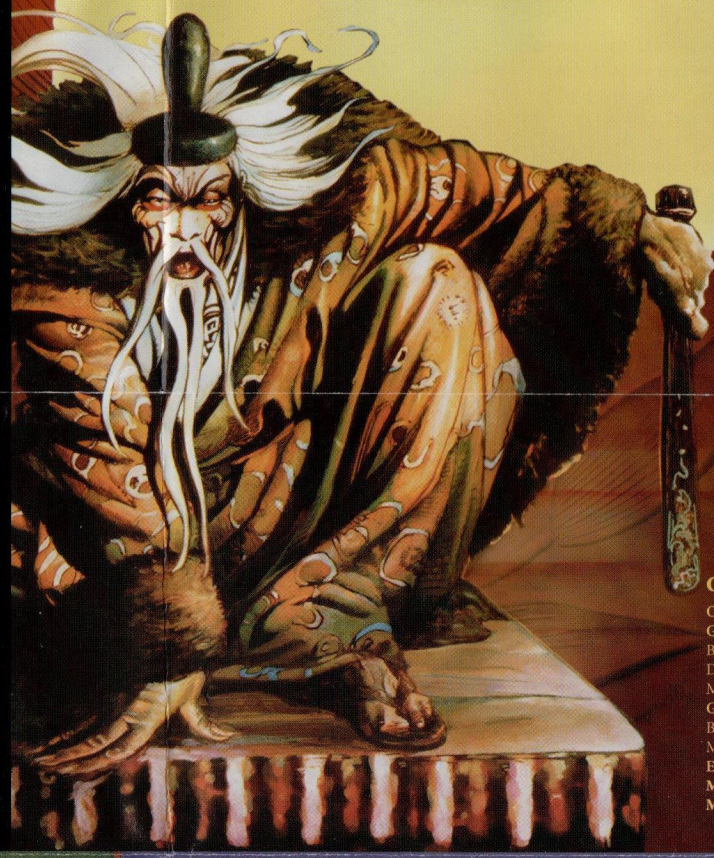
At that time, the plane's most powerful warlord, the *daimyo* Takeshi Konda, ruled over the Towabara Plains from his stronghold at Eiganjo. But even as his armies and samurai secured more territory in Konda's name, the kami manifested in ever-greater numbers.

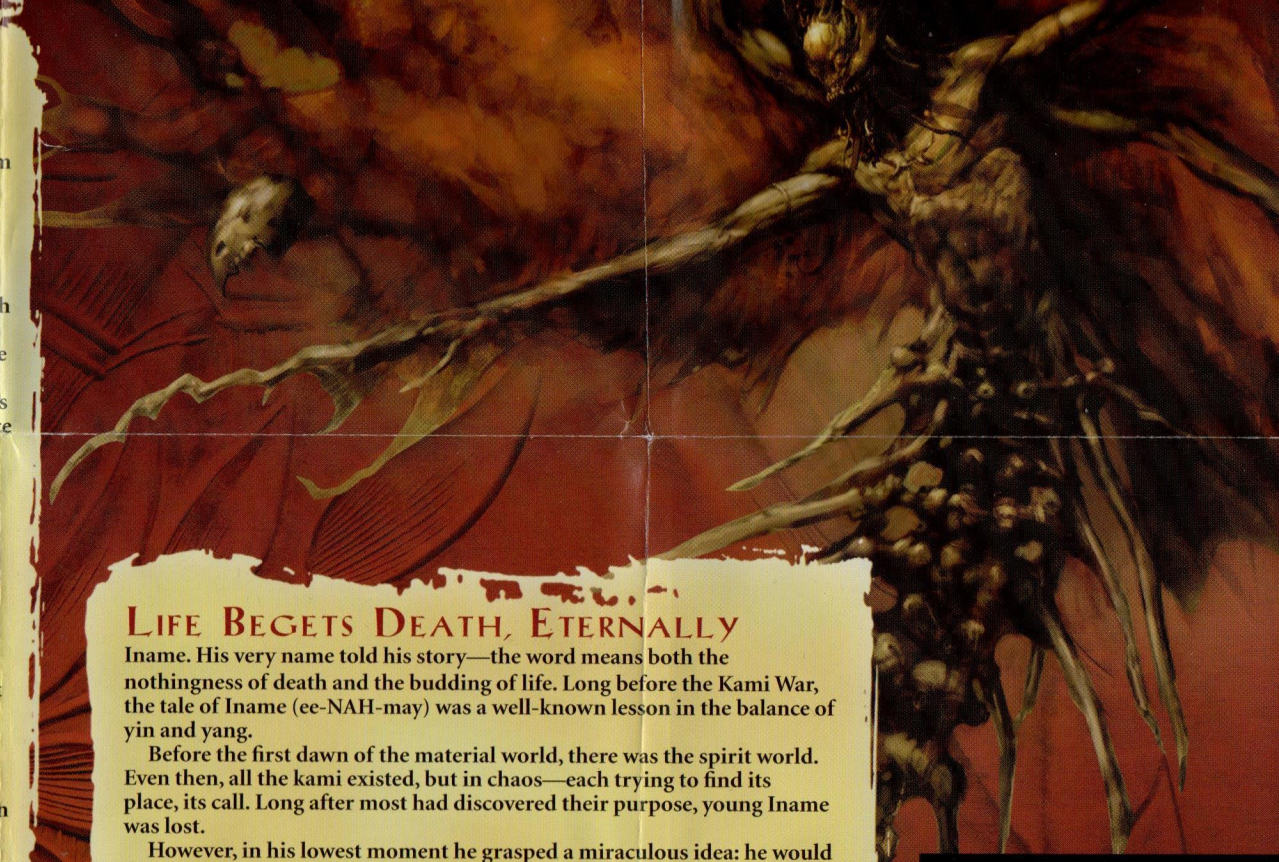
Then came a night that changed Kamigawa forever. A few miles from Eiganjo Castle, the kami set upon the town of Reito. Scores of spirit-world monstrosities swept through the town, killing nearly every living thing. Hundreds were slain; few survived. The Kami War had begun.

Over the next twenty years, spirits of every shape and size would descend on the plains, ravage everything in their path, then inexplicably stop just short of Eiganjo. Throughout this spirit-world siege, Konda remained within his stronghold, mysteriously safe from harm.

Kamigawa's people were left to wonder why the kami betrayed them even as they fought for survival. What had they done wrong? How could they discover why the kami were so angry? And what happens when a world must kill its own gods to survive?

As the Kami War raged on, champions emerged on both sides—from great kami who brought the material world to its knees, to samurai whose blades cut down countless spirit horrors. This is their story.





Life Begets Death, Eternally

Iname. His very name told his story—the word means both the nothingness of death and the budding of life. Long before the Kami War, the tale of Iname (ee-NAH-may) was a well-known lesson in the balance of yin and yang.

Before the first dawn of the material world, there was the spirit world. Even then, all the kami existed, but in chaos—each trying to find its place, its call. Long after most had discovered their purpose, young Iname was lost.

However, in his lowest moment he grasped a miraculous idea: he would create another kami. Perhaps his creation could tell him what his purpose should be. At once, Iname began to shape the spirit realm, giving form and substance to void. As he did, his own shape changed; his body became long and green, his hair took on the colors of autumn, and from his back grew a canopy of leaves. His creation found life, and Iname found his purpose. Iname's child was the first flower kami.

Many ages passed and the flower kami grew older and wiser. One day, the flower asked, "What is my purpose?" Iname replied, "Your purpose is to be my child." But the flower was dissatisfied. In time she began to pull away from Iname, and Iname resisted. He felt that without his child, his purpose would be gone. Iname grew bitter and selfish, and became consumed by thoughts of abandonment.

The day came when the flower told Iname that she was leaving. Iname raged and wept, but the flower insisted. Something inside Iname broke in two. Another part of him emerged, with a long body like the rotten spine of a dragon, with terrible claws and a leathery cowl. It engulfed the flower and snuffed out its life. It was the first time a kami had died. Only then did Iname realize that he was two selves, one of life and one of death, each meaningless without the other. And in the eons since, the first Iname has created life countless times, only to watch as his other self snuffs it out.

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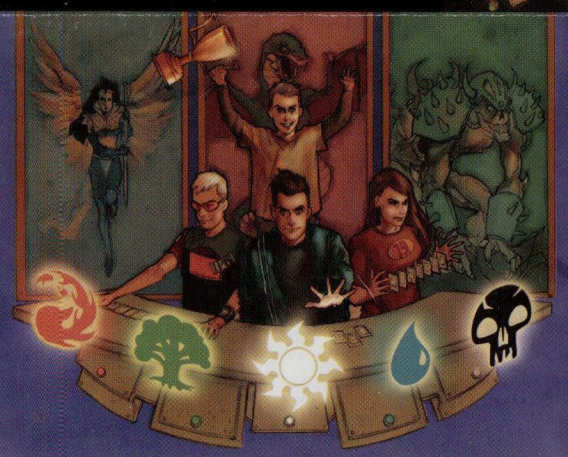

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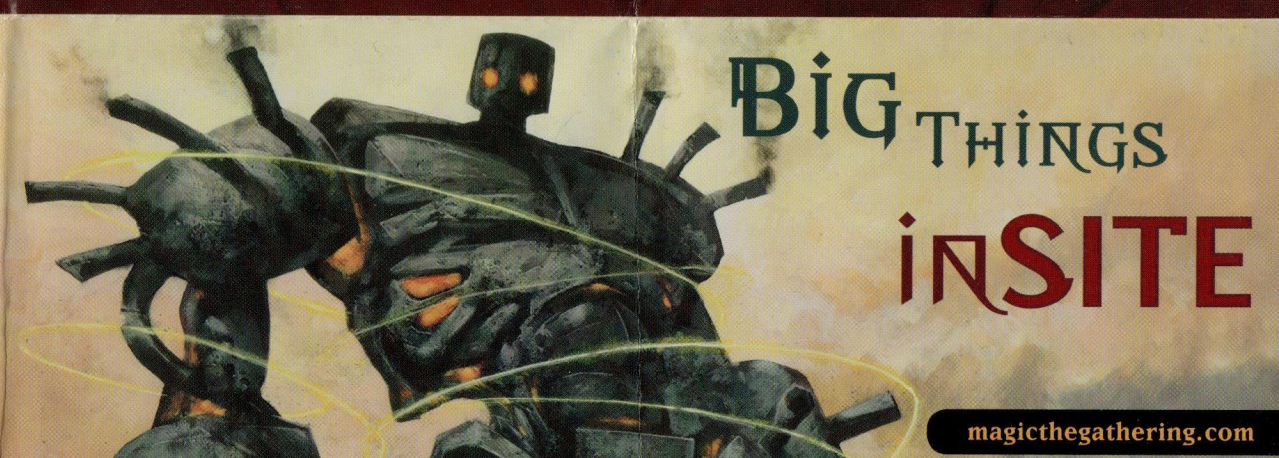

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